<u>**AMENDMENTS TO THE CLAIMS**</u>

Please cancel claims 5 and 15 without prejudice or disclaimer to the subject matter claimed therein. Please amend claims 1, 2, 9 - 11, 14 and 16 as follows.

1. (Currently Amended) A game system comprising a first game execution apparatus and a second game execution apparatus that have a different internal structure from each other, wherein

the first game execution apparatus includes:

a first program reading unit operable to read, from a first game recording medium, a first game program that indicates a procedure of a game;

a first character reading unit operable to read, from a portable recording medium, <u>predetermined</u> character data that indicates an attribute of a character that appears in the game;

a first input unit operable to receive an inputting operation from a user; and

a first game execution unit operable to proceed with the game according to the inputting operation received at the first input unit and the procedure indicated by the first game program, and to cause the character to appear in the game in accordance with the <u>predetermined</u> character data read by the first character reading unit, and

the second game execution apparatus includes:

a second program reading unit operable to read, from a second game recording medium, a second game program that indicates the procedure of the game;

a second character reading unit operable to read the <u>predetermined</u> character data from the portable recording medium;

a second input unit operable to receive an inputting operation from the user; and

a second game execution unit operable to proceed with the game according to the inputting operation received at the second input unit and the procedure indicated by the second game program, and to cause the character to appear in the game in accordance with the <u>predetermined</u> character data read by the second character reading unit, wherein

the <u>predetermined</u> character has a plurality of attributes, and ~~to each of which a game execution apparatus is assigned for permitting a change of the attributes,~~ <u>wherein</u>

the first game execution apparatus ~~and the second game execution apparatus each respectively~~ further comprises:

a first permission information reading unit operable to read, from the first game recording medium, first permission information that indicates which attribute from the plurality of attributes is permitted to be changed by the ~~assigned~~ first game execution apparatus, the first game recording medium storing the first permission information, and

in accordance with the read first permission information, the first game execution unit ~~and the second game execution unit each respectively change~~ changes the attribute permitted to be changed by the game execution apparatus as the game proceeds, and ~~prohibit~~ prohibits an attribute not permitted to be changed by ~~the~~ first game execution apparatus from being changed, wherein

the second execution apparatus further comprises:

a second permission information reading unit operable to read, from the second game recording medium, second permission information that indicates which attribute from the plurality of attributes is permitted to be changed by the second game execution apparatus, the second game recording medium storing the second permission information, and

in accordance with the read second permission information, the second game execution unit changes the attribute permitted to be changed by the second execution apparatus as the game proceeds, and prohibits an attribute not permitted to be changed by the second game execution apparatus from being changed, wherein

the first permission information and the second permission information are associated with the plurality of the attributes of the character indicated by the predetermined character data.

2. (Currently Amended) A game execution apparatus that proceeds with a game according to a game program, comprising:

a program reading unit operable to read, from a game recording medium, a game program that indicates a procedure of a game;

a character reading unit operable to read, from a portable recording medium, character data that indicates an attribute of a character that appears in the game;

an input unit operable to receive an inputting operation from a user; and

a game execution unit operable to proceed with the game according to the inputting operation and the procedure, and to cause the character to appear in the game in accordance with the character data, wherein

the character has a plurality of attributes, ~~and to each of which a game execution apparatus is assigned for permitting a change of the attributes,~~ <u>wherein</u>

the game execution apparatus further comprises:

a permission information reading unit operable to read <u>from the game recording medium</u> permission information that indicates which attribute from the

plurality of attributes is permitted to be changed by the ~~assigned~~ game execution apparatus, <u>the game recording medium storing the permission information therein,</u> and

in accordance with the read permission information, the game execution unit changes the attribute permitted to be changed by the game execution apparatus as the game proceeds, and prohibits an attribute not permitted to be changed by the game execution apparatus from being changed<u>, wherein</u>

<u>the permission information is associated with the plurality of the attributes of the character indicated by the character data.</u>

3. (Original) The game execution apparatus of claim 2, further comprising:

a request unit operable to request the character data from a server apparatus;

an obtaining unit operable to obtain the character data from the server

apparatus via a network; and

a writing unit operable to write the obtained character data to the portable recording medium.

4. (Original) The game execution apparatus of claim 2, further comprising:

an authentication unit operable to check authenticity of the portable recording medium, wherein

the character reading unit reads the character data when the authenticity has been ensured.

5. (Cancelled)

6. (Previously Presented) The game execution apparatus of claim 2, further comprising:

a character writing unit operable to, when the game execution unit changes the attribute of the character, overwrite the character data in the portable recording medium with after-change character data that indicates the attribute of the characteristic after being changed, wherein the character reading unit further reads the after-change character data from the portable recording medium, and

the game execution unit changes the attribute of the character as the game proceeds, in accordance with the read after-change character data.

7. (Previously Presented) The game execution apparatus of claim 2, further comprising:

a writing unit operable to write the read permission information to the portable recording medium.

8. (Previously Presented) The game execution apparatus of claim 2, wherein the game recording medium further stores therein a degree of change allowed to the attribute, in association with the permission information, and the game execution unit changes the attribute of the character as the game proceeds, in accordance with the degree of change stored in the game recording medium.

9. (Currently Amended) A portable recording medium comprising:

a storage unit that stores therein character data that indicates an attribute of a character that appears in a game;

an authentication unit operable to check authenticity of a game execution apparatus; and

an output unit operable to, when the authenticity has been ensured, read the character data from the storage unit and output the read character data to the game execution apparatus, wherein

the character has a plurality of attributes, ~~and to each of which a game execution apparatus is assigned for permitting a change of the attributes,~~ wherein

the portable recording medium stores therein permission information for ~~each of a plurality of game execution apparatuses~~ the game execution apparatus, the permission information indicating which attribute from the plurality of attributes is permitted to be changed by the ~~assigned~~ game execution apparatus, wherein

the permission information is associated with the plurality of the attributes of the character indicated by the character data.

10. (Currently Amended) A game execution method used by a game execution apparatus that proceeds with a game according to a game program that indicates a procedure of the game, the game execution method comprising:

reading, from a game recording medium, a game program that indicates a procedure of a game;

reading, from a portable recording medium, character data that indicates an attribute of a character that appears in the game;

receiving an inputting operation from a user; and

proceeding with the game according to the inputting operation and the procedure, and causing the character to appear in the game in accordance with the character data, wherein

the character has a plurality of attributes, ~~and to each of which a game execution apparatus is assigned for permitting a change of the attributes,~~ wherein

the game execution apparatus further comprises:

a permission information reading unit operable to read permission information that indicates which attribute from the plurality of attributes is permitted to be changed by the ~~assigned~~ game execution apparatus, and

in accordance with the read permission information, the game execution unit changes the attribute permitted to be changed by the game execution apparatus as the game proceeds, and prohibits an attribute not permitted to be changed by the game execution apparatus from being changed, wherein

the permission information is associated with the plurality of the attributes of the character indicated by the character data.

11. (Currently Amended) A game execution program used by a game execution apparatus that proceeds with a game according to a game program that indicates a procedure of the game, the game execution program causing the game execution apparatus to execute a method comprising:

reading, from a game recording medium, a game program that indicates a procedure of a game;

reading, from a portable recording medium, character data that indicates an attribute of a character that appears in the game;

receiving an inputting operation from a user; and

proceeding with the game recording to the inputting operation and the procedure, and causing the character to appear in the game in accordance with the character data, wherein

the character has a plurality of attributes, ~~and to each of which a game execution apparatus is assigned for permitting a change of the attributes,~~ wherein

the game execution apparatus further comprises:

a permission information reading unit operable to read permission information that indicates which attribute from the plurality of attributes is permitted to be changed by the assigned game execution apparatus, and

in accordance with the read permission information, the game execution unit changes the attribute permitted to be changed by the game execution apparatus as the game proceeds, and prohibits an attribute not permitted to be changed by the game execution apparatus from being changed, wherein

the permission information is associated with the plurality of the attributes of the character indicated by the character data.

12. (Previously Presented) The game execution program of claim 11, further having the game execution apparatus to execute:

requesting the character data from server apparatus;

obtaining the character data from the server apparatus via a network; and writing the obtained character data to the portable recording medium.

13. (Original) The game execution program of claim 12, being recorded in a computer-readable recording medium.

14. (Currently Amended) A computer-readable recording medium that stores therein a game execution program used by a game execution apparatus that proceeds with a game according to a game program, the game program indicating a procedure of the game, wherein

the game execution program has the game execution apparatus to execute a method, comprising:

reading, from a game recording medium, a game program that indicates a procedure of a game;

reading, from a portable recording medium, character data that indicates an attribute of a character that appears in the game;

receiving an inputting operation from a user; and

proceeding with the game according to the inputting operation and the procedure, and causing the character to appear in the game in accordance with the character data, wherein

the character has a plurality of attributes, ~~and to each of which a game execution apparatus is assigned for permitting a change of the attributes,~~ wherein

the game execution apparatus further comprises:

a permission information reading unit operable to read permission information that indicates which attribute from the plurality of attributes is permitted to be changed by the ~~assigned~~ game execution apparatus, and

in accordance with the read permission information, the game execution unit changes the attribute permitted to be changed by the game execution apparatus as the game proceeds, and prohibits an attribute not permitted to be changed by the game execution apparatus from being changed, wherein

the permission information is associated with the plurality of the attributes of the character indicated by the character data.

15. (Cancelled)

16. (Currently Amended) The game execution apparatus of claim 2, wherein

~~the game recording medium further stores therein permission information for each of a plurality of game execution apparatuses, and~~

~~the permission information reading unit reads the permission information from the game recording medium, and~~

in accordance with permission information for the game execution apparatus, the game execution unit changes each of the attributes, or prohibits each of the attributes from being changed.